

Title	Argumentative Topic – Should children be fully banned from playing video games?
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Key differences between argumentative and discursive essays to note

- In any argumentative essays, you are required to pick a side and write points that support your stance on the topic. In any discursive essay, you are instead required to write and discuss as many sides as the topic as permitted by your exam resources (such as time and constraints set by the topic)
- Argumentative essay tends to be binomial in nature. (The question is set that you should be able to, in the simplest terms, answer the question with either Yes or No.) While discursive essays lack this nature.

Structure of Argumentative Essays as Follows:

- Thesis paragraph – Background of topic, any assumptions to be made and any reasoning for the topic is made in this paragraph.
- Point 1 of argument
- Point 2 of argument
- Point 3 of argument (If any)
- Point 1 of rebuttal
- Point 2 of rebuttal (If any)
- Concluding paragraph

Thesis

- Definition of children: Any living human below the age of 13
- Using legal means to ban video games from being accessed by children is a topic of debate as there are countries that indeed restrict minors (particularly children) from playing video games by legislation and law
- Strongly support a full ban for children as a means of preventing children from acting rashly out of misjudgement which will be further discussed in later paragraphs
- Assumption: Loophole to circumvent such ban is not widely accessible.

Pont 1

Point	Video games tend to be way more addictive compared to other forms of playing as a child.
Elaboration	Video games developers try to profit from video games by introducing all kinds of features designed to put young people constantly playing the game without considering safeguards for children.
Explanation	This can lead to addiction to the game itself which can indirectly create issues like making poor financial decision making as children as they overspend on computer games related in-game features and in-games items.
Link	Banning video games for young youths is a good idea to prevent them from making poor decision when they are not yet mature.

Point 2

Point	Video games can lead to violent behaviours in younger people who are not yet matured enough to understand and separate reality from virtual world
Elaboration	Children tend to mimic behaviour from people and sometimes learn from video games.
Explanation	It is crucial that children are not being granted access to video games, particularly games that mimic violent behaviour from using weapons to all kinds of stunts that would otherwise be dangerous in the real world
Link	Stopping access to video games prevent tragedy as a result of poor decision making.

Point 1 (Rebuttal)

Point	People argue that video games is a healthy way to relax for children.
Elaboration	Video games are not healthy – there are many games out there that effectively encourage excessive gaming and hence letting a children sit on a chair looking at the computer screen for long periods of time.
Explanation	Gaming excessively causes all kinds of health issues, indirectly causing physical health problems
Link	Video games are not the best option for relieving stress from academics to other form of stress.

Conclusion

- Video games should be banned by law from being accessed by children.
- Leads to healthier child in terms of physical well-being and mental well-being

With the rise of technology, comes with the blessing or the curse of computer video games, depending on how you view it. I see the rise of computer games as a curse rather than a blessing for millions of children who are already within the game and other millions who may be contemplating on playing video games. In the initial part of writing this essay, we need to first define the word “child” as a living human below the age of 13. All over the world, there are some countries who are either in process of creating new legislation to combat the problem associated with video gaming by children and some countries already ratified certain laws to restrict access to video gaming by children to a certain amount of time. I believe such laws aren’t sufficient and banning video games for children completely is the only solution to tackle the pandemic of problems created by excessive gaming, with the assumptions that exploits that can circumvent such regulation isn’t widely available.

Let’s face it, certain video games are rather addictive in nature because of monetary incentives. Game developers need to be creative in order for the gaming platform to be sustainable and lucrative in terms of profitability and introduces many features such as using certain in-game currency to purchase items – these in-game currency often can only be obtained by purchasing credits with real money which in turn create a problem of overspending by envious children who, for example, just wants the latest outfit in game to look better to friends within or outside of the game. Children aren’t the best people to make financially sound decision and tend to purchase things based on things that would satisfy their desires rather than basing their decision on practical requirement. This issue can be exacerbated with video game addiction that can lead to a vicious spiral of addiction and overspending, as a result, banning children from being able to access video games is a good way of preventing them from making ridiculous decisions that would involve trading unwise amount of real-life money directly or indirectly for in-game features.

Aside the monetary issue, we need to address another serious issue of video game addiction causing children to mimic in-game behaviour without thinking of the serious consequences that can arise. As mentioned in a previous paragraph, children tend to make decisions based on impulses that drives them towards it. With many children not being matured enough to distinguish between reality and virtual world on an as needed basis, letting children play video games may cause them to mimic in-game characters’ behaviour or act upon in real life based on in-game experiences. Such example could include performing otherwise dangerous stunts and using weapon in real life like they would do within the game. Hence this is another reason to support the ban of access to video games by children.

Opponents to my essay may have arguments that video games is probably just a way to relax and should be accessible by children as a healthy part of life. I disagree with this line of reasoning as clearly with many video games out there that have to be played on computers and phones while sitting down and staring at the computer or phone screen, video games aren't healthy by encouraging unhealthy behaviour like sitting on the chair for long periods which can cause physical health issues if done consistently. There are other ways to relax – those doesn't involve sitting for long periods of time like going outdoors to play sports, and these are certainly better activities that are non-addictive for children to relieve their stress levels.

In conclusion, I think video games should be more tightly regulated to prevent children from playing them to eliminate the chance of video games addiction and physical health problems associated with playing video games.

Title	Discursive Topic – How to improve the welfare of pet animals within the community?
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Date	24/5/2025

Structure of a Discursive as Follows

- Thesis Paragraph
- Point 1 of Discussion
- Point 2 of Discussion
- Point 3 of Discussion
- Point 4 of Discussion (If any)
- Concluding Paragraph

Thesis Paragraph

- A clear increase in cases of animal abuse incidents and neglect reported and highlighted online – some resulting in stray pet animals' death
- Impulse buying being a root cause of animal neglect such as pet abandonment
- Lack of awareness of pet welfare and a lack of good status as animals being another cause
- Existing legislation lacking deterrence to tackle the issues of animal abuse

Point 1

Point	Tackle the issue of impulse buying of pet animals
Elaboration	Abandonment of animals is possible due to lack of proper framework to track and trace pet animals' chain of ownership
Explanation	As a root cause of majority of animal neglect and abuse, it is necessary to tackle this problem – by a registry that microchips all pets and enforce accountability when pet animal neglect happens
Link	Reduce pet abandonment and closes loophole in current framework

Point 2

Point	Elevating pet animals' status in human society
Elaboration	By elevating pet animals' status in any human society, we could reach a point where animals are seen as better than the current status quo and therefore treat animals better
Explanation	In societies like ancient Egypt, such an example of elevated status in fact protected cats from being killed or harmed when they are seen as deities and gods.
Link	As a solution to animal abuse, people need to view animals as superior or equal being to them or at least better being than the current status quo

Point 3

Point	Lack of awareness on pet welfare – to be tackled with public campaigns
Elaboration	Public campaign can be targeted at children to treat pet animals with responsibility and great compassion as well as adults who are on the fence about obtaining pets – this also can tackle the issue of buying pets on impulse
Explanation	Reduces animal abandonment cases by introducing mandatory lessons for prospective pet owners by making sure the owner passes an exam before getting a pet
Link	Reduce the errant and irresponsible behaviour of dumping pets where in situations like the owner lacking the means to cope with animals

Conclusion

- Society has to deal with the issue of pet animal welfare at different levels and with varying method

Animal abuse and neglect cases come in different forms and different ways, from the case of everyday abandonment of cats, dogs and rabbits on the street, letting those animals fend for themselves to even a high-profile case that occurred where a 10-year-old boy intentionally threw a black cat from a high-rise apartment block which only further invited public outcry, it seems that animal abuse and neglect cases are only getting more and more public attention in the internet age. The problem of improving animal welfare cannot be tackled by a single person or organisation but a combination of effort from various groups, individual effort along with government intervention.

Animals are adorable and entertaining at times and that is the usual reason why people own pets. But behind the cuteness is hard work and responsibility which many pet owners don't understand initially, and a root cause for abandonment the pets later on in life on the streets, which subject the pets to the harsh and cruel nature of environment when these pets are meant to be domesticated and enjoy the best of life in a loving home. This issue can be tackled by introducing a nationwide pet microchipping registry to enhance traceability of irresponsible pet owners. By introducing such infrastructure at a national level and enforcing mandatory registration, abandoned pets animals can be traced back to the owners boosting the ability for law enforcement agencies and animal welfare societies to hold the owners accountable.

Another problem I would like to bring up is that pet animals are sometimes seen as lower status than they should be seen at and that's why the abandoned pets on the street are sometimes abused and harassed by people. Letting pet animals have elevated status in society that is better than the current status-quo would prevent animal abuse by ensuring general human population don't see them as inferior beings but think of them as sentient beings. Such example has been seen in ancient civilizations like those in ancient Egypt where cats undergoing domestication having elevated status in society as gods, goddesses and deities protected them from abuse and deadly harm by people. By raising the status of pets in society slightly, we can reduce instances where the act of harming abandoned pets is viewed as solution to various animals related problems that might arise as a result.

The third solution I want to propose the deal with pet animals' welfare issues is public education campaigns that target young children teaching them to treat pets with responsibility and treat stray pet animals with compassion. Aside that, such a campaign should also introduce a licensing framework for pet ownership for anyone who is interested to get a pet where the prospective pet owner must go through mandatory pet behaviour lessons and pass practical exam in order to obtain a license that certifies his/her legal capacity to own specific types of pets. This will reduce the possibility of animal abandonment, neglect and abuse happening in the nation.

In conclusion, the reduction of animal neglect and abuse and therefore the improvement of welfare of pet animals can only be achieved with good cooperation with the government by the society, I would like to end off this essay with a quote from Mahatma Gandhi, "The greatness of a nation and its moral progress can be judged by the way its animals are treated."